



MUSTAFA BERKAY USLU

CONTACT DETAILS:

E-mail: mberkayuslu@outlook.com
LinkedIn: [usluberkay](#)
Github: [BerkayUslu](#)
Address: Yenimahalle-Ankara
Phone: +90 536 543 27 95
[Portfolio Website](#)

LANGUAGES

TURKISH ENGLISH

OBJECTIVE

As a self-studied developer, I am seeking a job as a game developer. I am always eager to learn about games and their making process. I am hoping to enter an environment of skilled and continuously developing people to learn more about game development and teamwork.

EDUCATION

Yıldız Technical University

Control and Automation Engineering

(August 2017 - February 2024)

EXPERIENCES

March 2024 - Current

inocket.ai - Freelance Game Developer

- Created 5 interactive mobile games for kids using image processing with the OpenCV for Unity asset.
- Currently contributing to the development of a mobile game called "Learn Isle," designed for children to have fun and learn English. I am responsible for refactoring the managers and turning mini-games into templates, allowing for quick creation of new game variations through scriptable objects. The game has been accepted into the OGEM Incubation Program and is still under development, with a demo available on the App Store.

July 2024 - Current

Udo Games NextGen Devs Program - Internship

- The Udo Games NextGen Devs program is an internship that brings together developers, designers, and artists. In the program, we are working as a team to create a project using Unity and gaining experience with Trello and Git.
- During the program, we created a mobile game where the player controls a car equipped with guns, traveling through zombie-infested lands while protecting its cargo from damage. In this project, my role was to develop the car control mechanics.

October 2022 - December 2022

Panteon Academy

- Panteon Academy is a training program created to train well-equipped game developers. The program focuses on mobile game development. After the pre-selection, I got the right to participate in this program.

PERSONAL PROJECTS

Infinite Mage (Unity)

- "Infinite Mage" is a 3D Vampire Survivors-like game. The player's objective is to level up and survive longer by killing enemies. As time goes on, the game becomes increasingly challenging with both an increase in the number of enemies spawning and the appearance of more powerful enemies.
- To enhance camera control, the Cinemachine tool is utilized.

Snowy Hills (Unity)

- "Snowy Hills" is a 2D snowboard game. The player's objective is to not crash the ground and get points by doing flips. The game continues until the player loses all hearts.